

Franklin®

BOOKMAN®

EXPANDABLE ELECTRONIC BOOK

Dictionary & Thesaurus

USER'S GUIDE

MWD-640

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Contents

Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic reference with a built-in book and a slot in the back for more books. With this *BOOKMAN Dictionary & Thesaurus* you can find over 83,000 dic-

tionary entries, 41,000 thesaurus entries with 496,000 synonyms, correct misspellings, save words to your User list, and play three fun, educational word games. To learn how to use other book cards, read their User's Guides.

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Key Guide

Function Keys

- CLEAR** Clears to *Enter your word*.
- MENU** Shows the main menus.
- THES** (red) Shows a thesaurus entry.
- CONF** (green) Shows Confusables™.
- GAMES** (yellow) Shows the games list.
- LIST** (blue) Shows the User list menu.
- CARD** Exits the book you are reading.
- ON/OFF** Turns your BOOKMAN on or off.

► Understanding the Color Keys

The color keys (red, green, yellow, and blue) perform the functions listed above only for the BOOKMAN book described in this User's Guide.

Other books have their own color key functions, which are labelled on their book cards and listed in their User's Guides. For more information, read "Using the Color Keys."

Other Keys

- BACK** Backs up, erases letters, or stops a highlight.
- CAP** Shifts keys to type punctuation.
- ENTER** Enters a search, selects a menu item, or starts a highlight.
- HELP** Shows help messages.
- ? *** Types a question mark to stand for an unknown letter in a word. Shifted, types an asterisk to stand for a series of letters.



Direction Keys

- Move in indicated direction.
- SPACE** Types a space or pages down.

Star Key Combinations*

- ☆** + **CARD** Sends a word between books.
- ☆** + **DN** Shows the next match.
- ☆** + **UP** Shows the previous match.
- ☆** + **T** Shows a thesaurus entry.
- ☆** + **P** Shows the Path list.

*Hold **☆** while pressing the other key.

Installing Batteries

BOOKMAN model 640 uses four AAA batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from your BOOKMAN, information that you have entered in its built-in book as well as in any installed book card will be erased.

- 1. Turn BOOKMAN over.**
- 2. Slide off its battery cover in the direction of the triangle.**
- 3. Install the batteries following the diagram in the case.**
- 4. Replace the battery cover.**

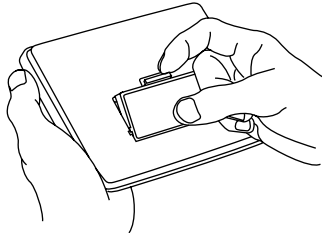
► Resuming Where You Left Off

You can turn off BOOKMAN at any screen. When you turn BOOKMAN on again, the screen that you last viewed appears.

Installing a Book Card

Warning: Never install or remove a book card while your BOOKMAN is turned on. If you do, information that you entered in its built-in book as well as in any other installed book cards, will be erased.

- 1. Turn your BOOKMAN off.**
- 2. Turn your BOOKMAN over.**
- 3. Align the tabs on the book card with the notches in the slot.**



- 4. Press the book card down until it snaps into place.**

► Removing Book Cards

Warning: When you remove a book card to install another, information that you entered in the removed book card will be erased.

Selecting Books

Once you have installed a book card in your BOOKMAN, you can select which book you want to use. Follow these steps.

1. Turn **BOOKMAN** on.
2. Press **CARD**.



These are sample books.

3. Press **↔** or **↵** to highlight the book you want to use.



4. Press **ENTER** to select it.

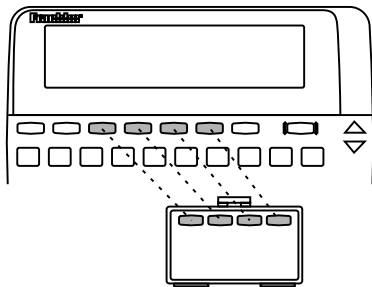
► About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

Using the Color Keys

The red, green, yellow, and blue keys on the top row of your BOOKMAN change their functions according to which book you have selected.

If you have selected the built-in book, the color keys function as labeled on the BOOKMAN keyboard. If you have selected a book card, the color keys function as labeled on that card.



Remember, when you've selected a book card, the color keys function as labeled on that card, not as on the keyboard.

Changing Settings

You can adjust the font size, shutoff time, and screen contrast. *Font size* changes the number of lines of text that appear on screen. The shutoff time is how long BOOKMAN stays on if you forget to turn it off.

1. Press **CLEAR**.
2. Press **MENU**.
3. Press the arrow keys to highlight the Setup menu.
4. Highlight *Set Font*, *Set Shutoff*, or *Set Contrast*.



5. Press **ENTER**.
6. Highlight a setting.
Or press \uparrow or \downarrow if you selected *Set Contrast*.
To exit without changing settings, press **BACK**.
7. Press **ENTER** to select it.

Viewing a Demonstration

Before you start using your BOOKMAN, you can view a brief demonstration of what it can do.

When no book card is installed in your BOOKMAN, a demonstration automatically appears once you turn it on. To stop the demonstration, press **CLEAR**. To disable it, press **MENU** and then select *Disable Demo* from the CMDS menu. To re-enable it, select *Enable Demo*.

When a book card is installed in your BOOKMAN, select *View Demo* from the CMDS menu to view the demo.

► Help is Always at Hand

You can view a help message at virtually any screen by pressing **HELP**. Press the Direction keys to read it. To exit help, press **BACK**.

To read a tutorial and key guide describing the functions of this book, select *Tutorial* from the CMDS menu.

► Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to move around the menus or to view more text.

Finding Definitions

It's easy to look up a word in the dictionary. Simply type it at the Entry screen and press ENTER. Try this example.

1. Press **CLEAR**.
2. Type a word (e.g., *knowledge*).

ENTER your word:
knowledge

3. Press **ENTER**.

knowledge (*noun*)
1: understanding gained by experience

This is a dictionary entry.

4. Press **↓** or **SPACE** to move down.

2: range of information
--**knowledgeable**
(*adjective*)

5. Hold **☆** and press **DN** to view the next dictionary entry alphabetically listed.
6. Press **CLEAR** when done.

Finding Words in Definitions

Search for a Word lets you find all of the definitions in which a specific word appears.

1. Press **CLEAR**.
2. Press **MENU**.
3. Select *Search for a word* from the CMDS menu.
4. Type a word (e.g., *legal*).
5. Press **ENTER**.

action (*noun*)
plural **actions**;
1: legal proceeding

6. Hold **☆** and press **DN** to view the next definition with your word in it.

appellant (*noun*)
plural **appellants**;
: person who appeals a legal


To see the previous one, hold **☆** and press **UP**.

7. Press **↓** or **SPACE** to read.
8. Press **CLEAR** when done.

Finding Synonyms

When you see THES flash once in the upper right of the screen, that word has a thesaurus entry.

1. Press **CLEAR**.
2. Type a word (e.g., *splendid*).
3. Press **THES**.

Or hold  and press T.

splendid *adj.*, marked by great magnificence, display, and usually ceremony or


This is the first thesaurus entry.

4. Press  to view synonyms.

formality.
SYNONYMS: grand; gorgeous;
impressive; lavish; luxuri-

5. Hold  and press **DN** to view more thesaurus entries.

splendid *adj.*, extraordinarily or transcendently impressive.

To return to the previous thesaurus entry, hold  and press UP.

6. Press **CLEAR** when done.


Finding Synonyms

► Understanding Thesaurus Entries

Thesaurus entries consist of thesaurus meanings and a synonym list. A thesaurus meaning is a definition shared by a list of synonyms.

► Two Ways to Back Up

Pressing **BACK** takes you back to the previous screen you viewed. You can continue to back up until you get to *Enter your word*.

Holding  and pressing **UP** takes you to the previous screen of similar information. For example, if you were viewing a dictionary definition, you would go to the previous definition.

Finding a Letter

If you are uncertain about a letter in a word, type a question mark in place of each unknown letter.

1. Type a word with ?'s.

ENTER your word:

con??ve

2. Press ENTER.

conspire

connive

3. Highlight a match.

4. Press ENTER to define it.

concave (*adjective*)
: curved like the inside of a sphere

5. Press CLEAR when done.

► Spelling Finding Tips

You can also use ?'s to help solve crossword puzzles. For example, if the second letter of a five-letter word is *h* and its last letter is *w*. Enter *?h??w* to see possible answers.

Finding a Series of Letters

To find prefixes, suffixes, and other parts of words, type an asterisk in a word. Asterisks stand for a series of letters. Note: If you type an asterisk at the beginning of a word, it may take a while to find the matching words.

1. Type a word with an *.

ENTER your word:

pn*

To type an asterisk, hold CAP and press **? ***.

2. Press ENTER.

pneumonia

pneumatically

pneumonia

3. Highlight a match.

4. Press ENTER to define it.

pneumonia (*noun*)
: inflammatory lung disease

5. Press CLEAR when done.

Correcting Misspellings

If you misspell a word, don't worry. It will be corrected automatically.

1. Type a misspelled word.



To erase a letter, press BACK.

2. Press ENTER.



3. Press ↓ to highlight a correction.

4. Press ENTER to view its dictionary entry.

To go back to the correction list, press BACK.

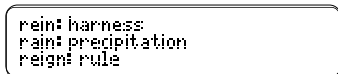
5. Press CLEAR when done.

Finding Confusables®

Confusables are homonyms and spelling variants that are easy to confuse. If a word has Confusables, CONF will flash once in the upper right of the screen.

1. Type a word (e.g., *rein*).

2. Press CONF.

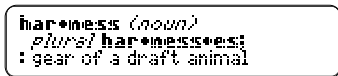


Confusables come with identifying words.

3. Press ENTER and then highlight a word.



4. Press ENTER to define it, or press THES to view its thesaurus meaning.



5. Press CLEAR when done.

Highlighting Words

Another way to look up words is by highlighting them in dictionary definitions, thesaurus entries, or word lists. Then you can find their definitions, thesaurus entries, Confusables, or add them to your User list.

1. At any text, press ENTER to start the highlight.



knowledge (noun)
1: understanding gained by
experience

To turn the highlight off, press BACK.

2. Press the arrow keys to highlight a word.



knowledge (noun)
1: understanding gained by
experience


3. Do one of the following:

To...	Press...
define the word	ENTER
view a thesaurus entry	THES
view Confusables	CONF
add word to User list	LIST

Reviewing Words

The Path list lets you review the last 15 words you looked up. Your Path list is automatically saved between sessions until the batteries lose power.

1. Select **Path list** from the CMDS menu.

Or hold  and press P.



experience
experience
knowledge

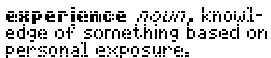
This is a sample Path list. If you haven't looked up any words, you see: *Path is empty.*

2. Highlight a word.
3. Press ENTER to define it.



experience (noun)
plural experiences;
1: a participating in or living

4. Press THES to view a thesaurus entry or CONF to view its Confusables, if any.



experience noun, knowl-
edge of something based on
personal exposure.

Using the User List

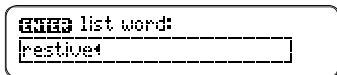
You can create a User list of up to 40 words. You can even add words to your User list that are not in this dictionary. Here's how to add and to view a word.

1. Press **LIST** to view the User list menu.



If you haven't added words to your User list, *View list: **Empty*** appears.

2. Highlight **Add word**. Then press **ENTER**.
3. Type a word (e.g., *restive*).



4. Press **ENTER** to add the word.
5. Select **View list: 1 word**.



This is a User list of one word.

Using the User List

► Adding Highlighted Words

At any text, you can highlight a word and add it to your User list.

1. At text, press **ENTER** to start the highlight.
2. Highlight a word.
3. Press **LIST**.
4. Select **Add "your word"**.

► Adding Words Not Found in This Dictionary

When you add a word not in this dictionary, you're given three options: *Cancel*, *Add anyway*, or *Correction list*. Select an option. Caution: Adding words not in this dictionary uses considerably more memory than adding words that are. If you add only words that are not in the dictionary, your User list may hold as few as 10 words.

Using the User List

You can delete one or all the words in your User list. Here's how.

► Deleting One Word

1. Press **LIST**.
2. Select *Delete word*.
3. Highlight a word on the list.
4. Press **ENTER** to delete it.

► Deleting Your User List

1. Press **LIST**.
2. Select *Erase list*.
3. Press **Y** to erase the entire list. Or press **N** to cancel.

Sending Words

This BOOKMAN dictionary can send words to and receive words from certain other BOOKMAN books.


To send a word, you must first install a book card in your BOOKMAN, and that book card must be able to send or receive words. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this book.



know-ledge (noun)
it understanding gained by
experience

To highlight a word in a list, press the arrow keys. To highlight a word in text, press **ENTER** and then press the arrow keys.

2. Hold  and press **CARD**.
3. Highlight the other book.
4. Press **ENTER**.

The word that you highlighted appears in the other book.

5. Press **ENTER** to look up the word.

Changing Game Settings

You can change the game settings at any time. Each setting applies to all the games.

Word List lets you pick which words you'll play the games with. If you select *Type Them in*, you'll need to type in words after you select a game.

Word Length lets you pick how many letters will be in the words (3-13).

Skill Level lets you select the level of difficulty.

1. Press **MENU**.
2. Press **←** to highlight the Game menu.

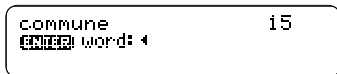


3. Highlight a setting.
4. Press **ENTER** to select it.

Playing the Games

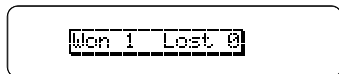
Now that you have the games set, let's play.

1. Press **GAMES**.
2. Press **↑** or **↓** to highlight a game.
3. Press **ENTER** to start it.



► Keeping Score

Your score appears after each round of a game.



Playing the Games

Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time. The number of guesses you can make appears to right of the #'s. For a hint hold CAP and press **[?*** Or press **[?*** to end the round. Note: If you ask for a hint, you will lose the round. Press SPACE to start a new round. Press ENTER to view the definition of the word. Press BACK to exit a game and view the games list.

Anagrams

Anagrams challenges you to find all of the words that can occur within a selected word. Each letter can only be used as many times as it appears in the selected word. Each anagram must be a specified minimum length. This will flash on the screen before each game. The number of possible anagrams is shown on the right side of the screen.

Playing the Games

Type an anagram and then press ENTER. Use the arrows to view anagrams you've already entered. Hold CAP and press **[?*** to shuffle the letters in the selected word. Press **[?*** to end a round and reveal the remaining anagrams. Highlight a word, and then press ENTER to see its dictionary definition. Press BACK to exit Anagrams.

Word Train

All aboard the Word Train spelling game! You and the train take turns typing letters to form a word. Whoever types the last letter wins. To view the letters you can type at your turn, hold CAP and press **[?***. Or press **[?*** to end a round and reveal the word. Press ENTER to view the dictionary definition of the word.

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Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press CLEAR and then press ON/OFF twice. If nothing happens, follow the steps below to reset it.

Warning: Pressing the reset button with more than very light pressure may permanently disable your BOOKMAN. In addition, resetting your BOOKMAN unit erases settings and information entered into its built-in book, and in any installed books.

1. Hold CLEAR and press ON/OFF.

If nothing happens, try Step 2.

2. Use a paper clip to *gently* press BOOKMAN's reset button.

The reset button is recessed in a pin-sized hole on the back of your BOOKMAN. Look for it on the battery cover or near the book card slot.

► Troubleshooting BOOKMAN

- Make sure your book card, if any, is installed correctly.
- Check that the book card's metal contacts are dirt-and dust-free.

Copyrights and Patents

Model MWD-640

- batteries: 4-AAA, 1.5 volt
- size: 14 x 2.5 x 10.3 cm
- weight: 6 oz. (without batteries)

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FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

U.S. Patents 4,490,811; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 5,333,313; European Patent 0 136 379. Pat. Pend.

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This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, ON/OFF, or by removing/replacing batteries.

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